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SPHERO.

✓ Haykes



SPHERO,
A NEW GAME,
ADAPTED TO THE
Park, Lawn and Common.

BY
✓
JOHN M. HUGHES,

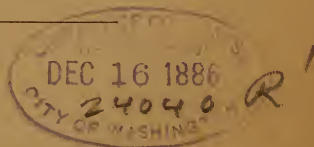
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ADDRESSED.

In presenting to the public a description of the game "Sphero," together with the rules and regulations governing the same, the author entertains the belief that, by a consideration of the merits of the game his efforts will meet with approval.

The game "Sphero" is suitable for all. It requires a comparatively small area, in which it can be played. From four to eight persons can play together. It is intended, to interest the spectators as well, as those engaged in the game. Each player has a duty to perform, that requires attention. It affords an exercise, active and exciting, but not too vigorous; and although but a few minutes are required to understand the game, it requires a degree of skill before one can be considered an expert.

Before concluding it may perhaps interest a few to know that the game "Sphero" is the result after years of thought and experiment on the part of the inventor; but, if it will serve the purpose for which it is intended, he will be more than gratified.

J. M. H.

Brooklyn, Nov. 11th, 1886.



SPHERO.

*A description of the Game, the Instruments
required and the Terms applied.*

The game can be played upon any level surface, the area required being about 20 x 30 feet.

Only four spheres—similar to those used in playing croquet—are required.

They are colored and known respectively as, the Red, the Blue, the Black, the White.

From four to eight mallets are required, according to the number of players. These, together with the target—so-called—and the Chute, complete a set.

The Target is made of wood or metal, forty inches in

length, about half an inch thick and three inches wide. It is made of two pieces, united in the centre by a hinge, and, like the Chute, it is secured to the ground with spikes, which are attached to it for the purpose.

On one end of the Target is a circular disk, called the Blanc, *six inches in diameter*, and on the other end is secured a cup, about two inches in diameter and one quarter of an inch deep. One foot from the center of the cup, measuring toward the Disk, another cup of the same dimensions is also secured. The centre of the Disk is three feet from the centre of the cup on the end of the Target.

That part of the Target called the Disk is colored white, the cup on the end is colored blue, the other cup is red. When the Target is placed in position for a game, a sphere of a corresponding color is placed into each cup. The White is placed upon the Disk. In the centre of the Disk there is a slight indentation to retain the White in position. The spheres being on the same level.

The Chute is made of hard wood about one foot in length, half an inch thick and six inches wide at the broadest or open end.

The sides of the Chute project a little above the surface, and there is a V-shaped groove on the end, for the purpose of retaining the Black in position. A handle is also attached to the Chute for convenience.

When the Chute is placed in its position for a game, the Black is placed in the groove at the smaller end, the wide or open end being toward the Target.

THE TERMS USED IN THE GAME.

1. *To play the Black to the Red*—Means to strike the Black with the mallet, forcing it toward the Red.

2. *To play the White to the Black*—Means to strike the White with the mallet, forcing it toward the Black.

3. *To make a point*—Means that the Guard must run from his position at the Blanc to the Chute and return.

4. *To retire*—Means that the Guard is “out,” and must vacate his post.

5. *A hit*—Means that the White struck or intercepted the Black.

6. *A miss*—Means that the White failed to intercept the Black.

7. *A double*—Means when both Red and Blue are displaced from the Target.

8. *An interference*—Means that the White is lodged between the Black and Red.

9. *The Blanc*—Is the same as the Disk.

10. *The Box*—Is the space behind the Target.

11. *The Mark*—Is the line running at right angles with the Target ; it is the boundary line of the Blue-side.

12. *The Course*—Is the line over which the Guard must run in order to score a Point.

13. *Caught*—The Black to strike the Red or Blue.

14. *Catch* } The White to strike or intercept the
Catching } Black.

Fig. 1—Shows the plan of the field, and how it is laid out.

The line A B is supposed to be five feet in length, the line C D, parallel with A B, is of the same length and is to be three feet distant from A B.

From C to E the distance represented is twenty feet. The space inclosed by A C D B is called the Box.

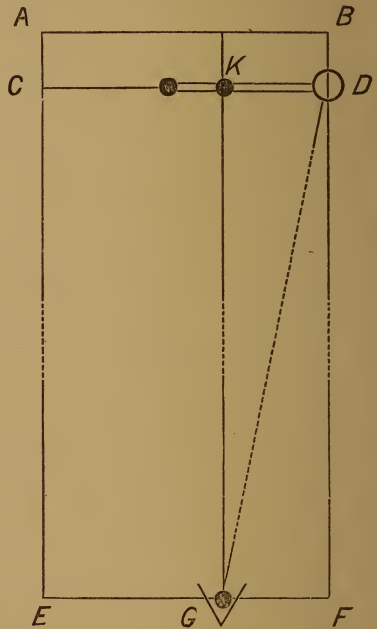
The line A E is known as the Mark.

The line, K G, running through the centre of the red cup, and parallel with D F., divides the field into sides, *i.e.*, the Red-side

and the Blue-side. When standing in the field, facing the Box, the Red-side is on the right of the line K G.

The Target is placed horizontally, on the line C D, the Disk being upon the Red side, and the centre of the Disk is over the point where the two lines C D and B F meet. The line K G marks the point at G where the Chute is to be placed.

The dotted line D G represents the course over which the Guard must run in order to score a point.

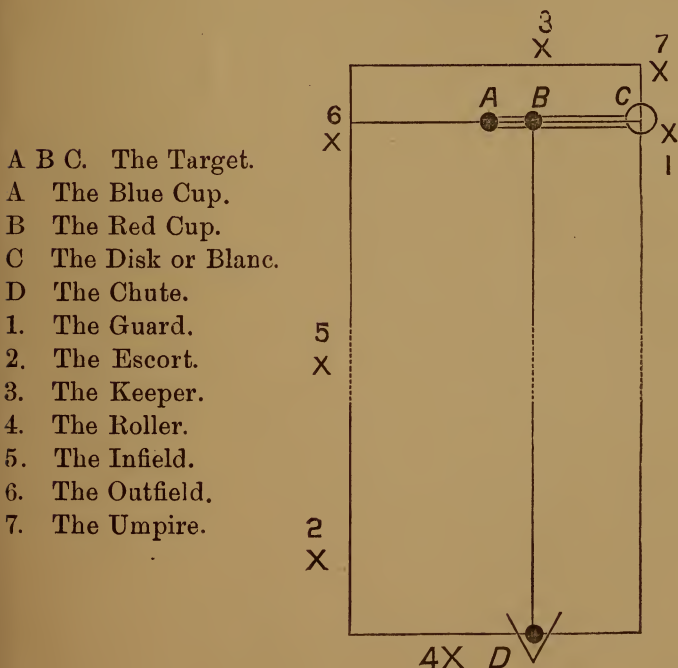


The object of the Game is to compel the Guard to retire.

The manner in which this is accomplished will be explained as the duties of each player are made known.

The field being laid out, the players, each having a mallet, will take their positions as indicated by the numbers in Fig. 2; the positions of the Target and the Chute are indicated by the letters in the same Fig.

Fig. 2.



THE POSITION OF THE PLAYERS.

1. *The Guard*—Will take his position on the Red-side, by the Blank, facing the Chute.
2. *The Escort*—Stands on the Blue-side, near the Roller.
3. *The Keeper*—Stands behind the Target, outside of the Box.
4. *The Roller's* position is by the Chute, on the Blue-side, facing the Target.
5. *The Infield*—Stands on the Blue-side, midway between the Target and the Chute.
6. *The Outfield*—Stands on the Blue-side, near the Target.
7. *The Umpire*—Takes a position on the Red-side, near the Box.

THE ROLLER.

The duty of the Roller is to begin the game by striking the Black with the mallet, so as to propel it, if possible, against the Red. The object of the Roller being to displace the Red from its position on the Target. The object in displacing the Red is to compel the Guard to "retire."

2. If the Roller succeeds in displacing the Red, in the manner described, the Guard must "retire."

3. The Keeper must replace the Red and return the Black to the Roller.

4. But if the Roller should fail to displace the Red, in the manner described, then either of the Fielders, as the opportunity presents itself, may play the Black to the

Red, but not until the Guard has first played the White to the Black.

5. The Roller may assist the Fielders by playing the Black to either of them if he should have occasion, but he cannot compel the Guard to retire by playing the Black to the Red, except in the manner described. (1.)

6. If, by accident, the White should be displaced by the Black, the Escort will replace the White, and the Keeper will return the Black to the Roller.

7. The Roller may pick up the Black in order to adjust it to the Chute, but he must not touch any of the other spheres.

8. If the Roller succeeds in making a Double, *i. e.*, displacing both Red and Blue, the Guard must "retire."

9. If the Roller should displace the Red, and if the Black should lodge in the Red cup, the Guard "retires."

10. If the Blue should be displaced, and if the Black should lodge in the Blue cup, the Guard will not "retire," neither can he make a point.

THE GUARD.

1. Whenever the Roller plays Black to Red, the Guard must defend the Red from its attack, by playing the White to the Black, the object being to intercept or change the course of the Black, and also to score for the Hit.

2. If the Guard should make a Hit, he must also endeavor to make a point; that is, he must run from his position at the Blanc to the Chute, touching the Chute with the mallet and return, touching the Blanc.

3. If the Guard should make a Miss he must make a point, the same as if he had made a Hit.

4. The Guard may refuse to play the White to the Black, but if the Red is displaced by the Roller the Guard must "retire."

5. But if the Blue, and not the Red, should be displaced, then the Guard must make a point, and before either of the Fielders shall play Black to Red, the Keeper must first replace the Blue to its position on the Target.

6. If the Guard makes a Hit, then while he is making a point, either of the Fielders, or the Keeper, may check or stop the Black with their mallets. This done, either of the Fielders may play Black to Red, the object being to displace the Red from the Target.

7. If they succeed in displacing the Red, before the Guard has made his point, the Guard must "retire," but he will be credited for his Hit.

8. If the Fielders should fail to displace the Red, under the conditions mentioned, the Guard would score two, one for his Hit and one for his Point; but, if the Fielders had displaced the Blue, and not the Red, then the Guard would score one for his hit, nothing for his point; but he will not retire.

9. The Guard must first be allowed to play White to Black before either of the Fielders shall play Black to Red.

10. Whenever the Guard is making a point, only the Fielders can play the Black to the Red.

11. The Keeper and the Roller may assist the Fielders, or one fielder may assist the other, by playing the Black to the fielder having the most advantageous posi-

tion for playing Black to the Red. The object, of course, is to displace the Red before the Guard has made his point.

12. If the Roller, when playing Black to Red, should displace the Blue and not the Red, the Guard must make a point ; and before either of the Fielders can play Black to Red, the Blue must first be replaced by the Keeper to its position on the Target.

13. When the Keeper has replaced the Blue, then either of the Fielders may play the Black to the Red.

14. Whenever the Guard is making a point, should either of the fielders, by accident or design, in playing the Black displace the Blue but not the Red, before the Guard has made his point, the Guard will not "retire."

15. Neither shall the Keeper replace the Blue, with a view of giving the fielders another opportunity for playing the Black to the Red ; nor shall the Fielders make another attempt to displace the Red ; the Guard shall not retire ; but will score only for a hit.

16. If the Guard, in playing White to Black, should make either a Hit or a Miss ; and if both Red and Blue should be displaced, either by the effort of the Roller, or by a peculiar movement of the spheres, or by the skill of the Fielders, the Guard must "retire," and he will score nothing.

17. The Guard shall not play White to Black when Black is at rest.

18. Should the Black be at rest when struck by the White, it will be considered a Blank Hit, and the Guard

must make a point. He shall not score for the Hit, but if he succeeds in making the point he will score one for his point.

19. If the Guard should not play, White to Black, neither shall the Fielders play Black to Red, nor Blue, unless the Guard endeavors to make a point, which he must do, if the Blue should be displaced by the Roller and he, the Guard, should refuse to play the White to Black.

20. The Guard will always be credited for the Hit, except when either the Roller or the Fielders make a Double, or when the Guard should chance to make a Blank Hit.

21. If the Guard cannot play on the Red-side, the Umpire may place the White on the Blue-side, on the Mark and on a line with the Target

22. The Guard may then take his position on that side, —the Blue-side—the Fielders and Escort will play on the Red-side, but no other change will be made.

23. If the Guard should play the White, so as to propel it against the Red, displacing it from the Target, the Guard must “retire.”

24. If the Blue should be displaced under like conditions, the Guard must make a point, but before the Fielders can play Black to Red, the Blue must first be replaced by the Keeper to its position on the Target.

25. The Guard can make but one point each time that he plays White to Black, but he remains on Guard until he is compelled to “retire”.

THE KEEPER.

1. Whenever the Roller plays the Black, the Keeper must endeavor to stop or check it with his mallet, but in doing so he must keep outside of the Box ; he must use only the head of the mallet ; and he must allow the Black to pass over the Target before making the attempt to check it.

2. At the proper time the Keeper will return the Black to the Roller without unnecessary delay.

3. Should the Roller fail to drive the Black over the Target, or if he should drive it wide of the Mark, either Fielders may return it to the Roller, provided that the Guard has not played the White to it.

4. The Keeper cannot play Black to Red for the purpose of retiring the Guard, but he may play it to either Fielder or he may stand aside, that one of the Fielders may play it to the Red.

5. The Keeper only can touch or pick up the spheres, except the White. This he must do in order to adjust them should they be displaced from the Target.

6. He may pick up the Black in order to facilitate its return to the Roller, but should he, or the Roller, or the Fielders pick up the Black when the Guard is making a point, the Guard cannot then be "retired," but will score for a Hit, or point, or both, if entitled to them under the rules of the game.

7. The Keeper may enter the Box at any time after he has checked the Black.

8. Should the Keeper by accident or design displace

either the Red or Blue, when checking the Black he must replace it before a Fielder can play the Black to the Red.

THE FIELDERS.

As much has already been said pertaining to the Fielders there is little more to add.

1. They must keep outside of the Mark until the Guard has first played White to Black. As the Fielder only can play Black to White after the Roller has first played it, they must assist each other.

After the Guard has played White to Black, they must be ready to play the Black to the Red.

2. If a Fielder should play the Black, and if Black should lodge in either cup, the rules will apply the same as if it had not.

3. If the Guard should make a Hit, the Black would probably be driven out of its course, if so, or whether so, or not, either Fielder will check or stop the Black with the mallet, according to the rule applied to the Keeper, and then play it to the Red, or one may play it to the other, if there is any advantage in so doing.

4. The Outfield will play mostly behind the Target, the Infield upon the opposite side; for should the Outfield in playing the Black to the Red, from the Keeper's position, fail to displace a sphere, the Infield, playing upon the opposite side, should be ready to play it back again to the Red.

5. The object being, as already stated, to displace the Red before the Guard has made a point.

6. The Fielders cannot check or stop the Black until

Guard has first played the White to it, or if by accident it should be driven wide of the Mark.

7. Should the White interfere with the Black, that is, if it should lodge between the Black and the Red, it may be struck with the mallet by the Fielder, driving it sufficiently out of the way ; but in no other case shall they molest the White.

THE ESCORT.

1. The duties of the Escort are, to keep watch over the White, to prevent it being driven to any distance from the Mark, to check and capture it, as best he can ; to convey and adjust it to its position on the Target, each time that the Guard has played it.

2. He must keep outside of the Mark, except when performing the duties specified.

3. He must not interfere in any way with the game, except as herein described.

4. When the Guard has retired the Escort will succeed him at the Blank.

5. When playing a game of sides the Escort must belong to the side having the inning.

THE UMPIRE.

1. The duty of the Umpire is to decide the points according to the rules of the game.

2. All points not subject to the rules are left to his decision, which shall be final.

THE GAME.

When playing a game in which sides are chosen, the players may retain their respective positions throughout

the game, but in ordinary play they will rotate, or change their positions each time that the Guard is "retired."

The order will be as follows :

- | | |
|---------------|----------------|
| 1. The Guard. | 4. The Roller. |
| 2. " Escort. | 5. " Infield |
| 3. " Keeper. | 6. " Outfield. |

When the Guard retires he will take the position of Outfield.

1. The Outfield plays Infield.
2. " Infield " Roller.
3. " Roller " Keeper.
4. " Keeper " Escort.
5. " Escort " Guard.
6. " Guard " Outfield.

1. Whenever there is a contest between two sides, the one having the first inning will be known as the Reds, the side in the field as the Blues.

2. Play will continue until three of the Reds have "retired;" the Reds will then take the field until three of the Blues have "retired," and so continue to alternate until fifteen (15) on each side have "retired," making five innings, which will constitute a game.

3. The side scoring the greater total number of Hits and points wins the game.

A DESCRIPTION OF A GAME.

The following brief description of an imaginary game will serve to explain some of its peculiarities, as well as to show a few of the combinations which are likely to occur.

All being ready, but not having a sufficient number to play sides, we will play a "rotate" game.

The players are all in position and the Umpire calls, "Play!"

The Roller plays B to R, the Guard plays W to B, and makes a Miss; he tries to make a point. The B passes over the target, it is checked by the Keeper, the Outfield plays it to the R, and the Guard "retires." (1.)

The Keeper returns the B to the Roller and replaces the R to its proper position. The Escort captures the W, adjusts it to its position on the Target.

(The players now "rotate" or change their positions, as previously described.)

The Umpire calls, "Play!"

The Roller plays B to R, the Guard makes a Hit, the B rolls over to the Mark, nearly on a line with the Target, the Outfield plays it to the Infield, opposite the centre of the Target, who plays it to the R, fails. The Outfield, however, plays it back again, too late. The Guard scores two (2), one for his Hit, and one for his point.

The Keeper and Escort perform their duties as before, and "play" is the word.

B to R and W to B, the Guard makes a Miss; he tries to make a point, but Black caught the Blue; the Keeper replaces the Blue; the Infield has in the meantime played the Black to a good position; and the Guard "retires." (2.)

"Play!" B to R, Guard makes a Miss, no use; "a line shot." The Guard "retires." (3.)

“Play!” B to R, and W to B, a Miss, the Black passes over the Target, outside of the Box, the Outfield plays the B, without calculating. The Guard makes a point.

“Play!” B to R, and W to B, a Miss; Black is checked by the Keeper, Outfield plays the Black and catches the Blue, the Guard does not “retire,” but he does not score a point.

“Play!” B to R, and W to B, Guard makes a Hit, the Black coming with considerable force, it drives the White on the Red, Black carroms on the Blue, making a Double. The Guard “retires” and scores nothing. (4.)

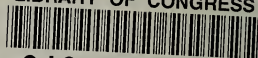
“Play!” B to R, and W to B. Guard makes a Hit, Black being in good position, the Infield plays carefully, he catches the Blue and carroms on the Red, making a Double. The Guard “retires” and scores nothing. (5.)

“Play!” B to R, and W to B, a Miss. Black catches the Blue, and lodges in the Blue cup. The Guard cannot score.

“Play!” A Hit. But Black catches the Blue. The Keeper quickly replaces the Blue, the Infield plays it to Red, and the Guard “retires,” but scores one for the Hit. (6.)

This completes one rotation; at the end of three rotations the player making the greatest total number of Hits and Points will be declared the victor.

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